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**In the Claims**

Please cancel claims 1-23 and 31-54 without prejudice.

Please add claims 59-69.

Claims 24-30 and 55-69 remain in the application for consideration and are listed below:

**1.-23. (Canceled).**

**24. (Original)** A multi-media project editing architecture comprising:

a software-implemented matrix switch having multiple input pins and multiple output pins, the multiple input pins being routable to the multiple output pins, the switch being configured to provide a data stream that represents a multi-media project;

a data structure associated with the matrix switch and configured for use in programming the matrix switch to provide a routing scheme for routing input pins to output pins;

one or more first objects associated with the matrix switch, the one or more first objects supporting only static properties associated with rendering of a multi-media project;

one or more second objects associated with the one or more first objects and configured to call the one or more first objects to effect one or more property value changes on the one or more first objects in a manner that makes the one or more first objects appear as if they support dynamic properties.

1           **25. (Original)** The multi-media project editing architecture of claim 24  
2 further comprising one or more data structures associated with the one or more  
3 second objects, individual data structures containing data that is to be used by the  
4 one or more second objects to effect a property value change.

5  
6           **26. (Original)** The multi-media project editing architecture of claim 25,  
7 wherein the one or more data structures comprise an array of one or more sets of  
8 data structures, each set of data structures being associated with a property whose  
9 values is to be changed and containing property data that is to be used to change  
10 property values.

11  
12           **27. (Original)** The multi-media project editing architecture of claim 26,  
13 wherein the property data comprises a property value of a property that is to be  
14 changed.

15  
16           **28. (Original)** The multi-media project editing architecture of claim 26,  
17 wherein the property data comprises a time at which a property value is to be  
18 changed.

19  
20           **29. (Original)** The multi-media project editing architecture of claim 26,  
21 wherein the property data comprises how a property value is to be changed.

22  
23           **30. (Original)** The multi-media project editing architecture of claim 26,  
24 wherein the property data comprises a property value of a property that is to be  
25

1 changed, a time at which a property value is to be changed, and how a property  
2 value is to be changed.

3  
4 31.-54. (Canceled).

5  
6 55. (Original) A multi-media system comprising:

7 an application program configured to enable a user to define a multi-media  
8 project in which multiple digital source streams can be combined;

9 a software-implemented matrix switch having multiple input pins and  
10 multiple output pins, the input pins being individually associated with inputs that  
11 can compete, during a common time period, for a particular output pin that is  
12 associated with the matrix switch, the switch being configured to receive, at its  
13 input pins, digital source streams;

14 a first data structure associated with the matrix switch and configured for  
15 use in programming the matrix switch to provide a routing scheme for routing  
16 input pins to output pins such that at any given time, only one input pin is routed  
17 to the particular output pin;

18 a second data structure associated with and different from the first data  
19 structure, the second data structure representing a user-defined multi-media project  
20 and being configured so that the first data structure can be derived therefrom;

21 one or more first objects associated with the matrix switch, the one or more  
22 first objects supporting only static properties associated with rendering of a multi-  
23 media project; and

24 one or more second objects associated with the one or more first objects  
25 and configured to call the one or more first objects to effect one or more property

1 value changes on the one or more first objects in a manner that makes the one or  
2 more first objects appear as if they support dynamic properties.

3  
4 **56. (Original)** The multi-media system of claim 55 further comprising  
5 one or more data structures associated with the programmable object(s), individual  
6 data structures containing data that is to be used by the programmable object(s) to  
7 effect a property value change.

8  
9 **57. (Original)** The multi-media system of claim 56, wherein the one or  
10 more data structures comprise an array of one or more sets of data structures, each  
11 set of data structures being associated with a property value that is to be changed  
12 and containing property data that is to be used to change that property value.

13  
14 **58. (Original)** The multi-media system of claim 56, wherein the one or  
15 more data structures comprise an array of one or more sets of data structures, each  
16 set of data structures being associated with a property whose value is to be  
17 changed and containing property data that is to be used to change that property  
18 value, the property data comprising: a property value that is to be changed, a time  
19 at which the property value is to be changed, and a manner in which the property  
20 value is to be changed.

21  
22 **59. (New)** A method of providing a multi-media project editing  
23 architecture comprising:

24 providing a software-implemented matrix switch having multiple input pins  
25 and multiple output pins, the multiple input pins being routable to the multiple

1 output pins, the switch being configured to provide a data stream that represents a  
2 multi-media project;

3 providing a data structure associated with the matrix switch and configured  
4 for use in programming the matrix switch to provide a routing scheme for routing  
5 input pins to output pins;

6 providing one or more first objects associated with the matrix switch, the  
7 one or more first objects supporting only static properties associated with  
8 rendering of a multi-media project; and

9 providing one or more second objects associated with the one or more first  
10 objects and configured to call the one or more first objects to effect one or more  
11 property value changes on the one or more first objects in a manner that makes the  
12 one or more first objects appear as if they support dynamic properties.

13  
14 60. (New) The method of claim 59 further comprising providing one or  
15 more data structures associated with the one or more second objects, individual  
16 data structures containing data that is to be used by the one or more second objects  
17 to effect a property value change.

18  
19 61. (New) The method of claim 60, wherein the providing of the one or  
20 more data structures comprise providing an array of one or more sets of data  
21 structures, each set of data structures being associated with a property whose  
22 values is to be changed and containing property data that is to be used to change  
23 property values.

1           **62. (New)** The method of claim 61, wherein the property data comprises  
2 a property value of a property that is to be changed.

3  
4           **63. (New)** The method of claim 61, wherein the property data comprises  
5 a time at which a property value is to be changed.

6  
7           **64. (New)** The method of claim 61, wherein the property data comprises  
8 how a property value is to be changed.

9  
10           **65. (New)** The method of claim 61, wherein the property data comprises  
11 a property value of a property that is to be changed, a time at which a property  
12 value is to be changed, and how a property value is to be changed.

13  
14           **66. (New)** A method of providing a multi-media system comprising:  
15 providing an application program configured to enable a user to define a  
16 multi-media project in which multiple digital source streams can be combined;  
17 providing a software-implemented matrix switch having multiple input pins  
18 and multiple output pins, the input pins being individually associated with inputs  
19 that can compete, during a common time period, for a particular output pin that is  
20 associated with the matrix switch, the switch being configured to receive, at its  
21 input pins, digital source streams;

22 providing a first data structure associated with the matrix switch and  
23 configured for use in programming the matrix switch to provide a routing scheme  
24 for routing input pins to output pins such that at any given time, only one input pin  
25 is routed to the particular output pin;

1 providing a second data structure associated with and different from the  
2 first data structure, the second data structure representing a user-defined multi-  
3 media project and being configured so that the first data structure can be derived  
4 therefrom;

5 providing one or more first objects associated with the matrix switch, the  
6 one or more first objects supporting only static properties associated with  
7 rendering of a multi-media project; and

8 providing one or more second objects associated with the one or more first  
9 objects and configured to call the one or more first objects to effect one or more  
10 property value changes on the one or more first objects in a manner that makes the  
11 one or more first objects appear as if they support dynamic properties.

12  
13 67. (New) The method of claim 66 further comprising providing one or  
14 more data structures associated with the programmable object(s), individual data  
15 structures containing data that is to be used by the programmable object(s) to  
16 effect a property value change.

17  
18 68. (New) The method of claim 67, wherein the providing one or more  
19 data structures comprises providing an array of one or more sets of data structures,  
20 each set of data structures being associated with a property value that is to be  
21 changed and containing property data that is to be used to change that property  
22 value.

23  
24 69. (New) The method of claim 67, wherein the providing one or more  
25 data structures comprises providing an array of one or more sets of data structures,



1 each set of data structures being associated with a property whose value is to be  
2 changed and containing property data that is to be used to change that property  
3 value, the property data comprising: a property value that is to be changed, a time  
4 at which the property value is to be changed, and a manner in which the property  
5 value is to be changed.  
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